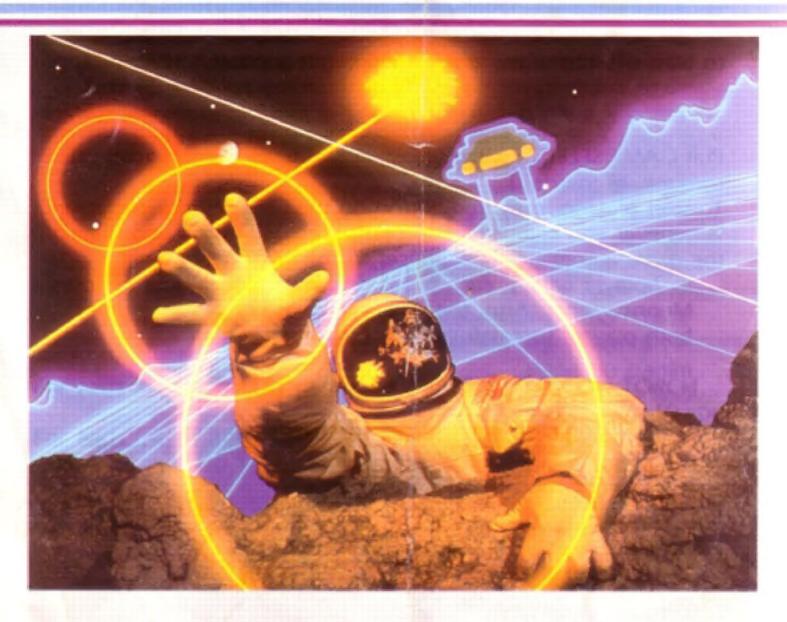# MOONSWEEPER™

GAME PROGRAM INSTRUCTIONS

U.S.S. MOONSWEEPER — ALERT!

Your mission: to reach and rescue miners stranded on hostile moons in Star Quadrant Jupiter^2!

Warning! Proceed with extreme caution. Deadly photon torch and space bullet showers reported. Aurora flare activity in Quadrant at lethal levels. Take evasive action, then land on as many moons as you can. Avoid colliding with lunar landmarks.

Unidentified alien ships patrol moons and launch armed surface destroyers. Survive at all costs, or the miners won't make it!
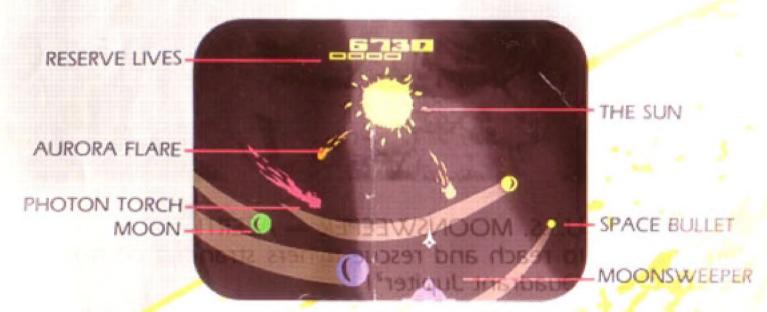
GAME OBJECTIVES

► Pilot the U.S.S. Moonsweeper around the sun of Star Quadrant Jupiter[2] Avoid or destroy aurora flares, photon torches and space bullets. Land on one of the moons as it passes.

► Rescue 6 miners from the moon. Avoid towers and shots fired from alien surface destroyers.

► While skimming the moon's surface, shoot towers, surface destroyers, Launcher Ships and Lunar Satellites.

► When you've picked up 6 miners, fly through Accelerator Rings to blast off into outer space. Then begin another rescue mission.

PREPARE FOR THE MISSION

► Pull GAME SELECT switch to pick a skill level from #1 (easiest) through #4 (hardest).

► To start playing, press red button on the LEFT joystick controller.

► Whenever you complete a successful rescue mission and blast off, the game automatically advances to the next higher level.

  ► In 2-player games, each player's turn continues until he loses a Moonsweeper. Also, the skill level does not advance unless both players successfully blast off from a moon.

GAME PLAY

ORBITING TO SELECT MOONS

RESERVE LIVES
THE SUN
AURORA FLARE
PHOTON TORCH
MOON
SPACE BULLET
MOONSWEEPER

► To control flight direction, push joystick left or right. Moonsweeper stays on the same horizontal level.

► Avoid collisions with space bullets, aurora flares and photon torches by moving evasively, shooting them, or using your Forcefield Shield.

  ► To fire: aim Moonsweeper, then press red button.

  ► If you are hit, activate a reserve Moonsweeper by pushing joystick left or right.

FORCEFIELD SHIELD

► To activate Forcefield Shield: press red button while pulling joystick toward you.

  ► Using the Shield costs you score points (unless your score is zero).

  ► You cannot land while using the Shield.

MOON SELECTION

► Watch for moons that orbit into the vicinity of your spacecraft. Move Moonsweeper to the moon you want to reach. The automatic pilot takes over and flies your craft down to Rescue Altitude.

  ► The moon color indicates rescue difficulty:

    ► **Blue** moons: easy; many miners.

    ► **Green** moons: less easy; fewer miners and more surface destroyers.

    ► **Yellow** moons: more difficult; scattered miners and more aggressive surface destroyers.

    ► **Red** moons: most difficult; miners are far apart and surface destroyers attack very aggressively.

► The higher the skill level the more likely you are to encounter more challenging moons.

THE RESCUE

ON A MOON SURFACE
NOTE: ALL THESE OBJECTS MAY NOT APPEAR AT THE SAME TIME

RESERVE SHIPS
SCORE
MINERS RESCUED
RADAR SPOTTER
LAUNCHER SHIP
SURFACE DESTROYER
SATELLITE
TOWER
MINER
MOONSWEEPER

► JOYSTICK controls speed and direction over moon surface.

  ► Pull back to fly slower; push foward to accelerate.

  ► Move stick left or right to head in those directions.

- ► Pick up MINERS by flying over them.
  - ► The Radar Spotter indicates where the next miner will appear.
  - ► Pick up 6 miners to complete your rescue flight and leave this moon.
  - ► Miner symbols at the top of screen flash when Moonsweeper has a full load.
- ► TOWERS appear all over the moonscape. Avoid or destroy them!
  - ► If you crash into a tower you lose Moonsweeper and its passengers and return to the Orbit Sequence.
  - ► Surface destroyers that crash into towers are destroyed.
- ► LAUNCHER SHIPS descend close to the moon and release surface destroyers that attack Moonsweeper and capture miners.
  - ► To shoot at Launcher Ships, pull back on joystick and press red button.
- ► SURFACE DESTROYERS are the major menace to your successful rescue mission! Once they land, surface destroyers swing back and forth across your flight path, shooting at you and capturing miners.
  - ► Watch out for missiles launched from surface destroyers. A hit makes you lose Moonsweeper with all rescued miners on board.
  - ► Collisions with surface destroyers will also destroy Moonsweeper.
  - ► To shoot surface destroyers aim Moonsweeper and press red button.
- ► SATELLITES cross the screen from time to time, and do not attack you; however, shooting them gets you big scores!
  - ► To shoot a satellite, pull back on joystick while pressing fire button.

ACCELERATOR RINGS

- ► When 6 miners have been rescued, Moonsweeper is full and you can blast off. Fly through Accelerator Rings to get enough speed to break away from that moon's gravity.
  - ► Accelerator Rings are placed in a series. If you don't get up enough speed in one series, watch for the next one.

- ▶ The number of Rings you must fly through depends on your speed; generally, 2 or 3 rings give you the necessary momentum for blast-off.
- ▶ Rings are lined up in a straight row only on Blue moons. Fly a zigzag course to achieve blast-off speed on Green, Yellow and Red moons.
- ▶ **You are awarded an extra Moonsweeper, to a maximum of nine, when your score increases 10,000 points.**

GAME VARIATIONS

NUMBER	MOON COLORS
1	BLUE and GREEN
2	BLUE, GREEN and YELLOW (mostly BLUE and GREEN)
3	BLUE, GREEN and YELLOW (mostly GREEN and YELLOW)
4	BLUE, GREEN, YELLOW and RED

SCORING

IN ORBIT

For each SPACE BULLET, AURORA FLARE or PHOTON TORCH..... ....10 points

For each use of Forcefield Shield.............The longer you use a Shield, the more points you lose.

ON MOONS

COLOR	RESCUE MINER	SHOOT TOWER, SURFACE DESTROYER OR MISSILE	SHOOT LANDER SHIP	SHOOT SATELLITE	BLAST OFF
Blue	10	10	200	300	980
Green	20	10	200	500	1,225
Yellow	30	40	300	700	1,470
Red	40	80	300	1,000	1,960

PROOF OF PURCHASE

MOONSWEEPER

Game Program designed by Bob Smith

Graphics assisted by Michael Becker and Wilfredo Aguilar

Printed in USA
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